

What is claimed is:

1. A method of playing a slot machine game, the method comprising:
displaying a first symbol;
displaying a plurality of second symbols, if the first symbol is a predetermined symbol; and
displaying a plurality of third symbols for each second symbol which forms a predetermined combination with the first symbol.
2. A method as recited in claim 1, further comprising:
computing a payout based on the first symbol, a second symbol, and a respective third symbol.
3. A method as recited in claim 1, wherein three second symbols are generated, and three third symbols are generated for each second symbol forming a predetermined combination with the first symbol.
4. A method as recited in claim 3, wherein a player pays nine units to play, wherein each unit is an amount the player wishes to play per line.
5. A method as recited in claim 1, wherein the first symbol is weighted so that receiving a blank is unlikely.

6. A method as recited in claim 1, wherein the first symbol is weighted so that receiving a blank is impossible.
7. A method of playing a slot machine game, the method comprising:
 - displaying a first column of symbols spinning with identical results;
 - displaying a second column of symbols, with groups of symbols spinning with identical results for each group; and
 - displaying a third column of symbols, with different symbols.
8. A method as recited in claim 7, wherein the displaying a second column of symbols is not performed if the first column of symbols comprises a blank symbol.
9. A method as recited in claim 7, further comprising computing a payout amount for each row of symbols.
10. A method for playing a slot machine game, the method comprising:
 - displaying a first symbol; and
 - displaying additional symbols in a sequence if a previous symbol in the sequence is a predefined symbol.
11. A method for playing a slot machine game, the method comprising:
 - displaying a first symbol; and

displaying additional symbols in a sequence if a previous symbol in the sequence forms a predefined combination with other symbols in the sequence.

12. A method for playing a slot machine game, the method comprising:
spinning and displaying a plurality of symbols;
if the symbols comprise a respinning condition, then automatically respinning one of the three symbols.
13. A method as recited in claim 12, wherein the respinning condition is satisfied if one of the symbols is a predefined symbol.
14. A method as recited in claim 12, wherein the respinning condition is satisfied if the symbols comprise a predefined combination.
15. An apparatus for playing a slot machine game, the method comprising:
an output device displaying:
a first symbol;
a plurality of second symbols, if the first symbol is a predetermined symbol;
a plurality of third symbols for each second symbol which forms a predetermined combination with the first symbol; and
a processing device controlling the output device.

16. A computer readable storage medium controlling a computer to perform:
- displaying a first symbol;
 - displaying a plurality of second symbols, if the first symbol is a predetermined symbol; and
 - displaying a plurality of third symbols for each second symbol which forms a predetermined combination with the first symbol.